

FIGURE 1

PRINT OF DRAWING  
AS ORIGINALLY FILED

05002770 092515 0050

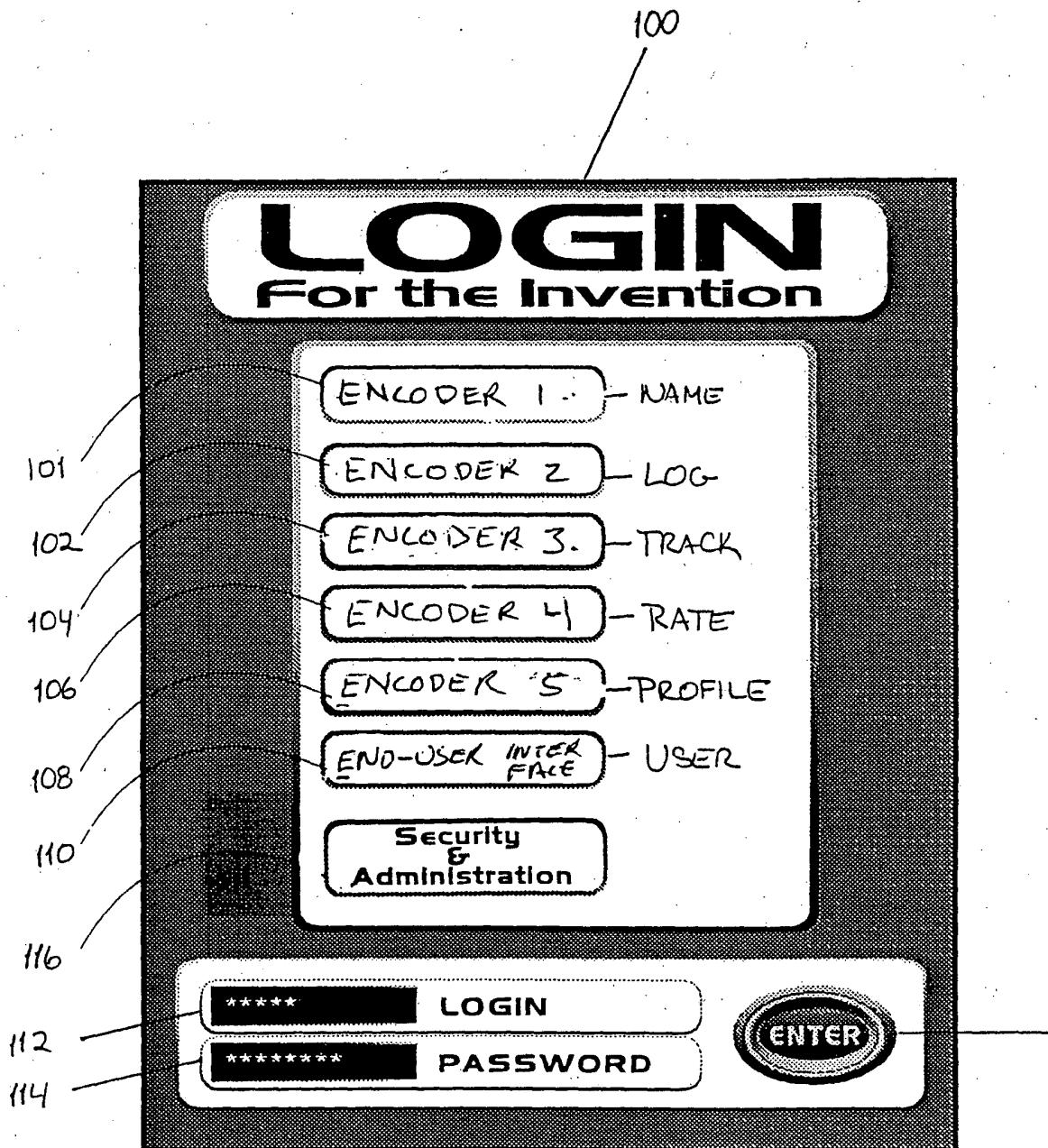


FIGURE 2

**PRINT OF DRAWING  
AS ORIGINALLY MADE**

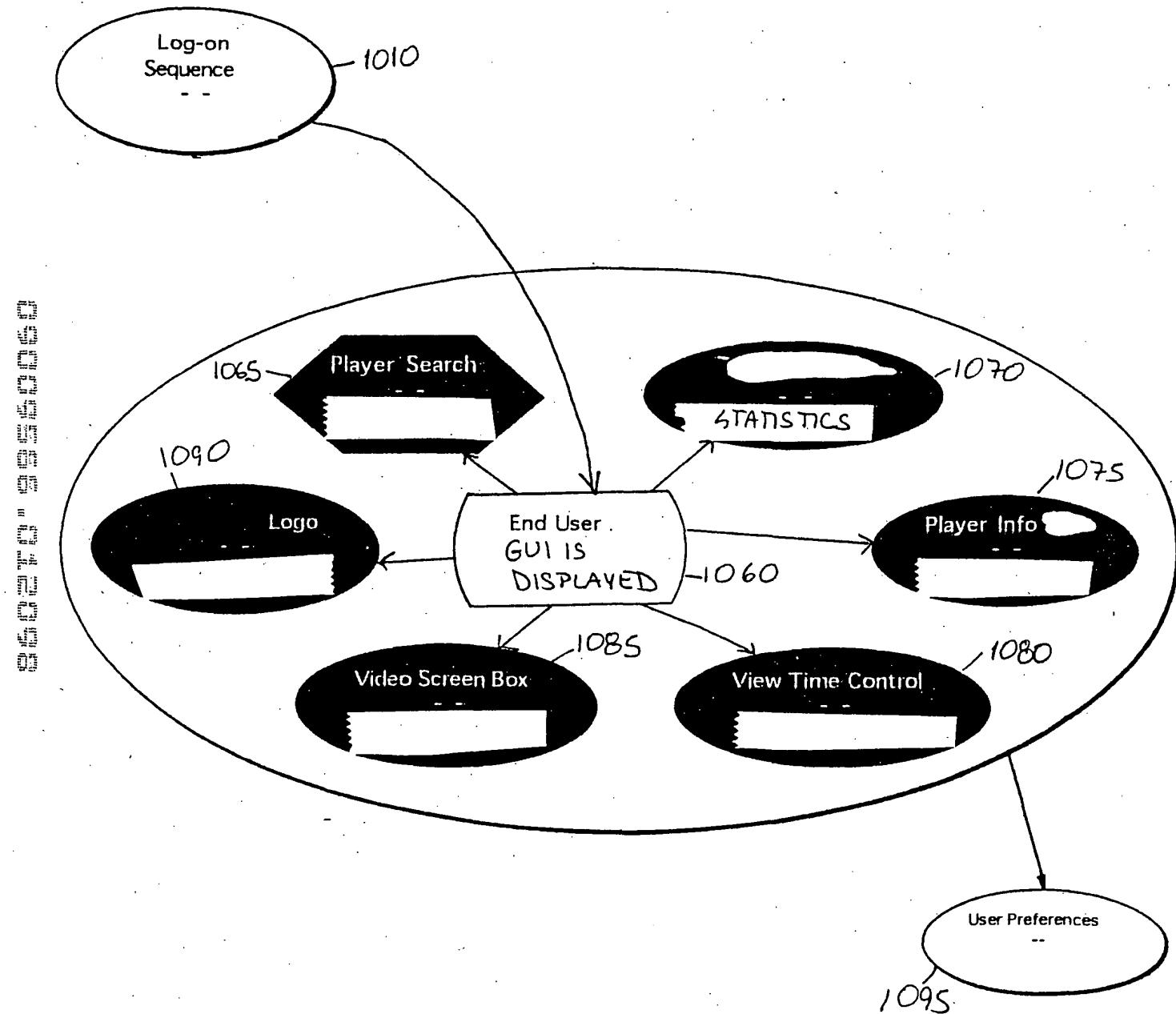


FIGURE 3

132

30

1

LAST NAME	POSITION	PAST TEAM	JANUARY TERM DATE
smith	actual pos.	backup team	AGENT
Albert	position	team	TERM DATE
John	pos.	agent	DATE
Mike	agent	team	TERM
Sam	team	agent	DATE

**FIND**

THE INVESTIGATOR

HOME 12 VISITOR 10

Down 3 YARD 10 TIME 10:16 QTR. 2

**PRESENT TEAM**

Height	Weight
Speed	Experience
College	Age
Birth Date	Position
Agent	Team
	Last Team

VIEW TIME CONTROL	20.5	minutes
<input checked="" type="checkbox"/> HOME GAME	6	—
<input checked="" type="checkbox"/> AWAY GAME	6	—
<input checked="" type="checkbox"/> NATURAL TURF	5	—
<input checked="" type="checkbox"/> ARTIFICIAL TURF	5	—
<input checked="" type="checkbox"/> RECEIVE SHORT	4	—
<input checked="" type="checkbox"/> RECEIVE LONG	4	—
<input checked="" type="checkbox"/> RECV. OVER MIDDLE	3	—
<input checked="" type="checkbox"/> RUN AFTER vs. CATCH	2	—
<input checked="" type="checkbox"/> 	2	max.

WORST  
SELLER PLAY

270

250

## Display Screen

The diagram illustrates the layout of the Game Boy Advance SP screen. At the top, the text 'CAMERA GAME' is displayed. Below it, the 'Switchback CONTROL' buttons are arranged in a 2x4 grid. The bottom section is labeled 'Camera CONTROL' and contains a 2x3 grid of buttons. The buttons are labeled as follows:

- Row 1: CLIP, BACH, PAUSE, REV
- Row 2: CLIP, BACH, PAUSE, REV
- Row 3: CLIP, BACH, PAUSE, REV
- Row 4: CLIP, BACH, PAUSE, REV
- Row 5: CLIP, BACH, PAUSE, REV
- Row 6: CLIP, BACH, PAUSE, REV
- Row 7: CLIP, BACH, PAUSE, REV
- Row 8: CLIP, BACH, PAUSE, REV
- Row 9: CLIP, BACH, PAUSE, REV
- Row 10: CLIP, BACH, PAUSE, REV
- Row 11: CLIP, BACH, PAUSE, REV
- Row 12: CLIP, BACH, PAUSE, REV
- Row 13: CLIP, BACH, PAUSE, REV
- Row 14: CLIP, BACH, PAUSE, REV
- Row 15: CLIP, BACH, PAUSE, REV
- Row 16: CLIP, BACH, PAUSE, REV
- Row 17: CLIP, BACH, PAUSE, REV
- Row 18: CLIP, BACH, PAUSE, REV
- Row 19: CLIP, BACH, PAUSE, REV
- Row 20: CLIP, BACH, PAUSE, REV
- Row 21: CLIP, BACH, PAUSE, REV
- Row 22: CLIP, BACH, PAUSE, REV
- Row 23: CLIP, BACH, PAUSE, REV
- Row 24: CLIP, BACH, PAUSE, REV
- Row 25: CLIP, BACH, PAUSE, REV
- Row 26: CLIP, BACH, PAUSE, REV
- Row 27: CLIP, BACH, PAUSE, REV
- Row 28: CLIP, BACH, PAUSE, REV
- Row 29: CLIP, BACH, PAUSE, REV
- Row 30: CLIP, BACH, PAUSE, REV
- Row 31: CLIP, BACH, PAUSE, REV
- Row 32: CLIP, BACH, PAUSE, REV
- Row 33: CLIP, BACH, PAUSE, REV
- Row 34: CLIP, BACH, PAUSE, REV
- Row 35: CLIP, BACH, PAUSE, REV
- Row 36: CLIP, BACH, PAUSE, REV
- Row 37: CLIP, BACH, PAUSE, REV
- Row 38: CLIP, BACH, PAUSE, REV
- Row 39: CLIP, BACH, PAUSE, REV
- Row 40: CLIP, BACH, PAUSE, REV
- Row 41: CLIP, BACH, PAUSE, REV
- Row 42: CLIP, BACH, PAUSE, REV
- Row 43: CLIP, BACH, PAUSE, REV
- Row 44: CLIP, BACH, PAUSE, REV
- Row 45: CLIP, BACH, PAUSE, REV
- Row 46: CLIP, BACH, PAUSE, REV
- Row 47: CLIP, BACH, PAUSE, REV
- Row 48: CLIP, BACH, PAUSE, REV
- Row 49: CLIP, BACH, PAUSE, REV
- Row 50: CLIP, BACH, PAUSE, REV
- Row 51: CLIP, BACH, PAUSE, REV
- Row 52: CLIP, BACH, PAUSE, REV
- Row 53: CLIP, BACH, PAUSE, REV
- Row 54: CLIP, BACH, PAUSE, REV
- Row 55: CLIP, BACH, PAUSE, REV
- Row 56: CLIP, BACH, PAUSE, REV
- Row 57: CLIP, BACH, PAUSE, REV
- Row 58: CLIP, BACH, PAUSE, REV
- Row 59: CLIP, BACH, PAUSE, REV
- Row 60: CLIP, BACH, PAUSE, REV
- Row 61: CLIP, BACH, PAUSE, REV
- Row 62: CLIP, BACH, PAUSE, REV
- Row 63: CLIP, BACH, PAUSE, REV
- Row 64: CLIP, BACH, PAUSE, REV
- Row 65: CLIP, BACH, PAUSE, REV
- Row 66: CLIP, BACH, PAUSE, REV
- Row 67: CLIP, BACH, PAUSE, REV
- Row 68: CLIP, BACH, PAUSE, REV
- Row 69: CLIP, BACH, PAUSE, REV
- Row 70: CLIP, BACH, PAUSE, REV
- Row 71: CLIP, BACH, PAUSE, REV
- Row 72: CLIP, BACH, PAUSE, REV
- Row 73: CLIP, BACH, PAUSE, REV
- Row 74: CLIP, BACH, PAUSE, REV
- Row 75: CLIP, BACH, PAUSE, REV
- Row 76: CLIP, BACH, PAUSE, REV
- Row 77: CLIP, BACH, PAUSE, REV
- Row 78: CLIP, BACH, PAUSE, REV
- Row 79: CLIP, BACH, PAUSE, REV
- Row 80: CLIP, BACH, PAUSE, REV
- Row 81: CLIP, BACH, PAUSE, REV
- Row 82: CLIP, BACH, PAUSE, REV
- Row 83: CLIP, BACH, PAUSE, REV
- Row 84: CLIP, BACH, PAUSE, REV
- Row 85: CLIP, BACH, PAUSE, REV
- Row 86: CLIP, BACH, PAUSE, REV
- Row 87: CLIP, BACH, PAUSE, REV
- Row 88: CLIP, BACH, PAUSE, REV
- Row 89: CLIP, BACH, PAUSE, REV
- Row 90: CLIP, BACH, PAUSE, REV
- Row 91: CLIP, BACH, PAUSE, REV
- Row 92: CLIP, BACH, PAUSE, REV
- Row 93: CLIP, BACH, PAUSE, REV
- Row 94: CLIP, BACH, PAUSE, REV
- Row 95: CLIP, BACH, PAUSE, REV
- Row 96: CLIP, BACH, PAUSE, REV
- Row 97: CLIP, BACH, PAUSE, REV
- Row 98: CLIP, BACH, PAUSE, REV
- Row 99: CLIP, BACH, PAUSE, REV
- Row 100: CLIP, BACH, PAUSE, REV

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on

ART OF DRAWING

PRINT OF DRAWINGS  
AS ORIGINALLY ED

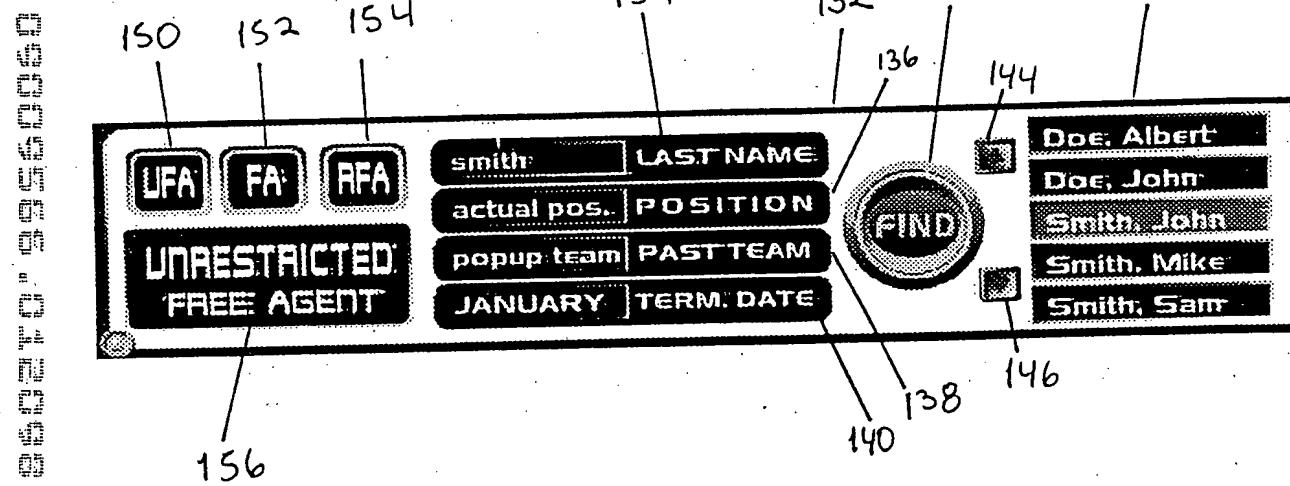


FIGURE 4b

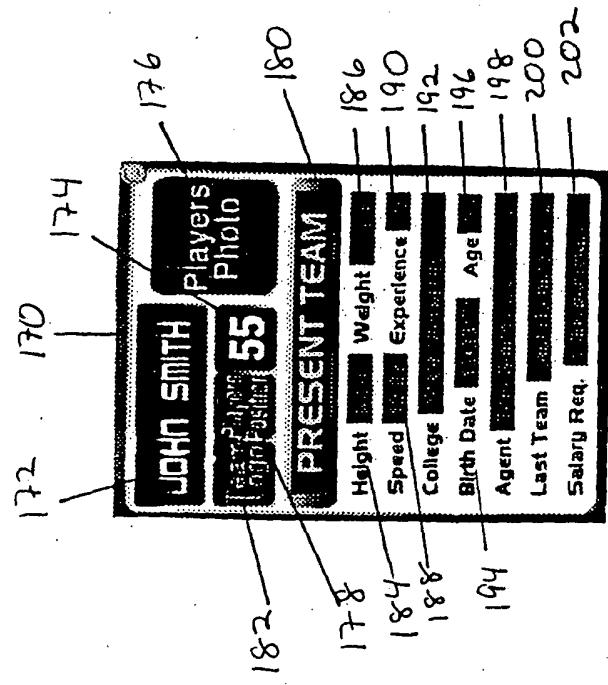


FIGURE 4C

PRINT OF DRAWING AS ORIGINALLY ED

PRINT OF DRAWINGS  
AS ORIGINALLY ED

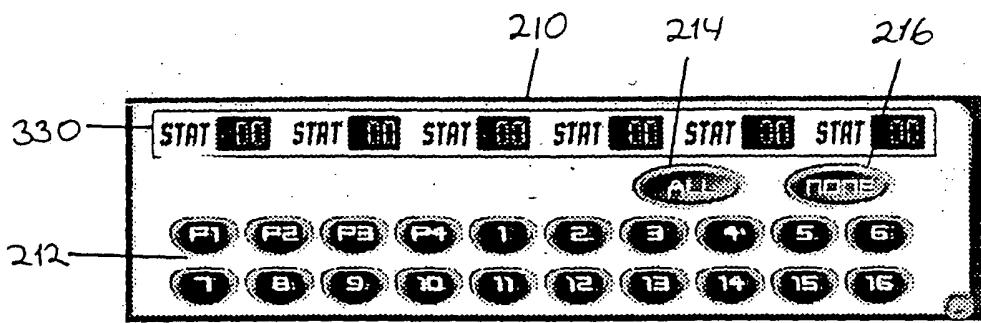


FIGURE 4d

PRINT OF DRAWINGS  
AS ORIGINALLY ED

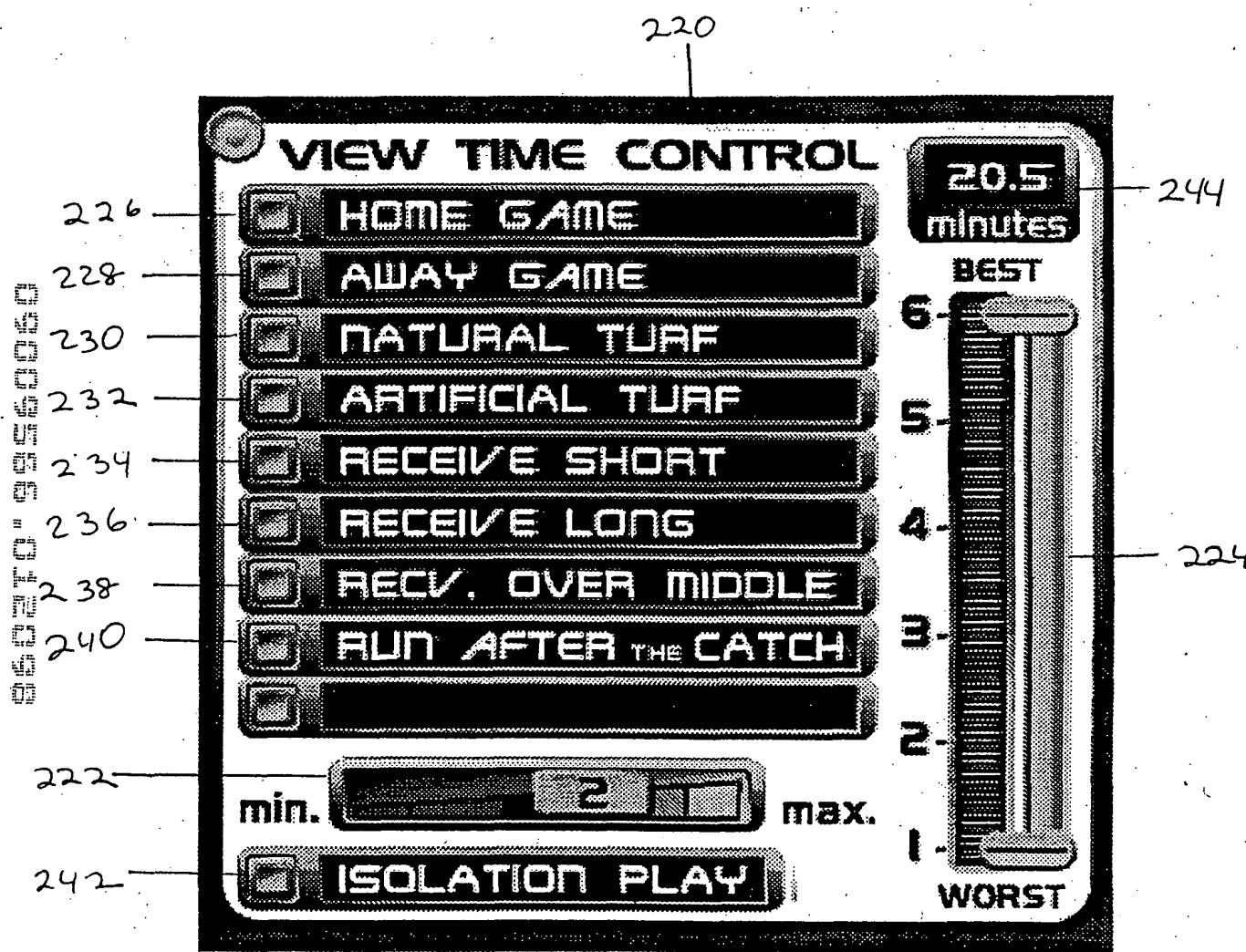


FIGURE 4e

PRINT OF DRAWINGS  
AS ORIGINALLY

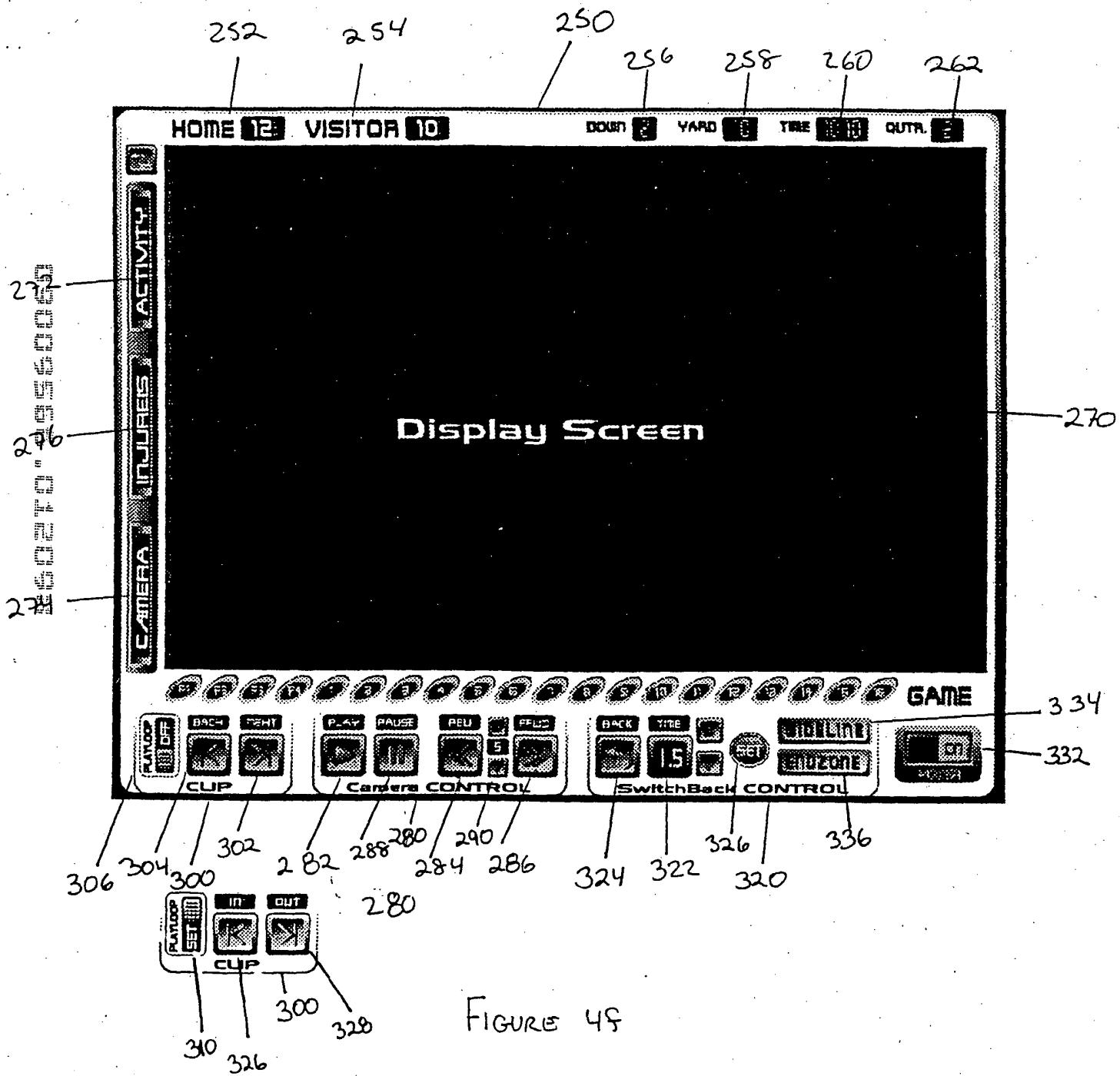


FIGURE 48

PRINT OF DRAWINGS  
AS ORIGINALLY ED

350

334 336

User Preferences

Initial Screen  
View

272

Activity Report

276

Injury History

274

Camera View

36

Password Change

358

Enter Old.

350

Enter New

350

Verify New

32 Game View Order

Go Back  weeks → Latest Game

Latest Game First → Season Start

354

Positions	Sideline	Endzone	Sideline
Running Back	<input checked="" type="radio"/>	<input type="radio"/>	Sideline
Quarter Back	<input type="radio"/>	<input checked="" type="radio"/>	Endzone
Tight End	<input type="radio"/>	<input checked="" type="radio"/>	Endzone
Left Tackle	<input checked="" type="radio"/>	<input type="radio"/>	Sideline
	<input type="radio"/>	<input type="radio"/>	
	<input type="radio"/>	<input type="radio"/>	
	<input type="radio"/>	<input type="radio"/>	
	<input type="radio"/>	<input type="radio"/>	

FIGURE 5

**PRINT OF DRAWINGS  
AS ORIGINALLY ED**

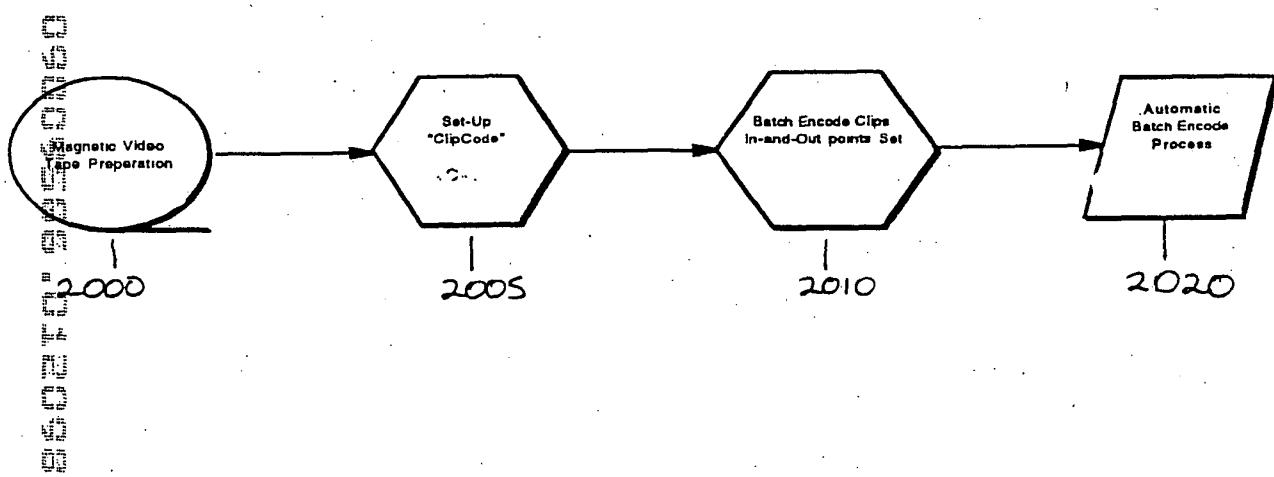
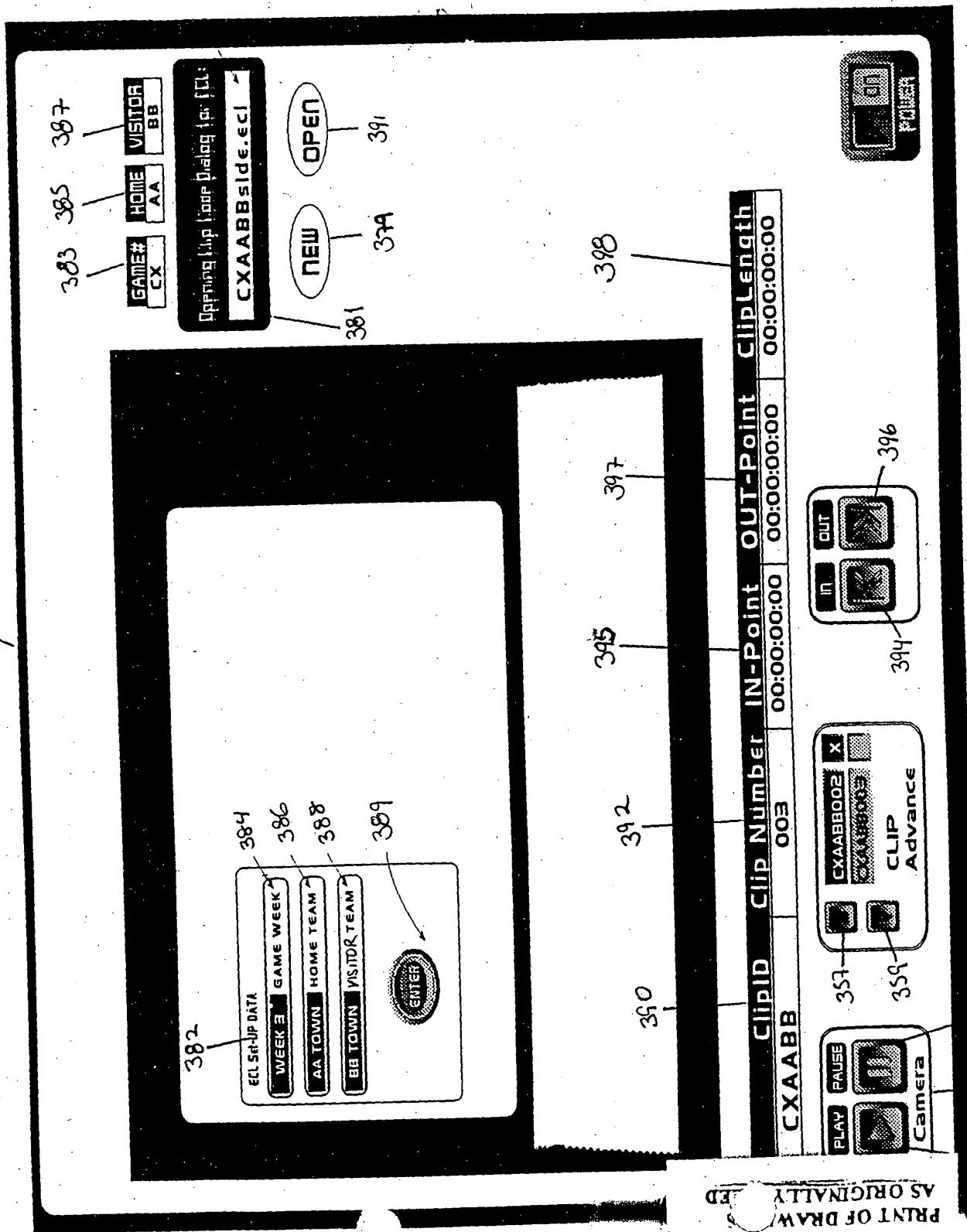


FIGURE 6



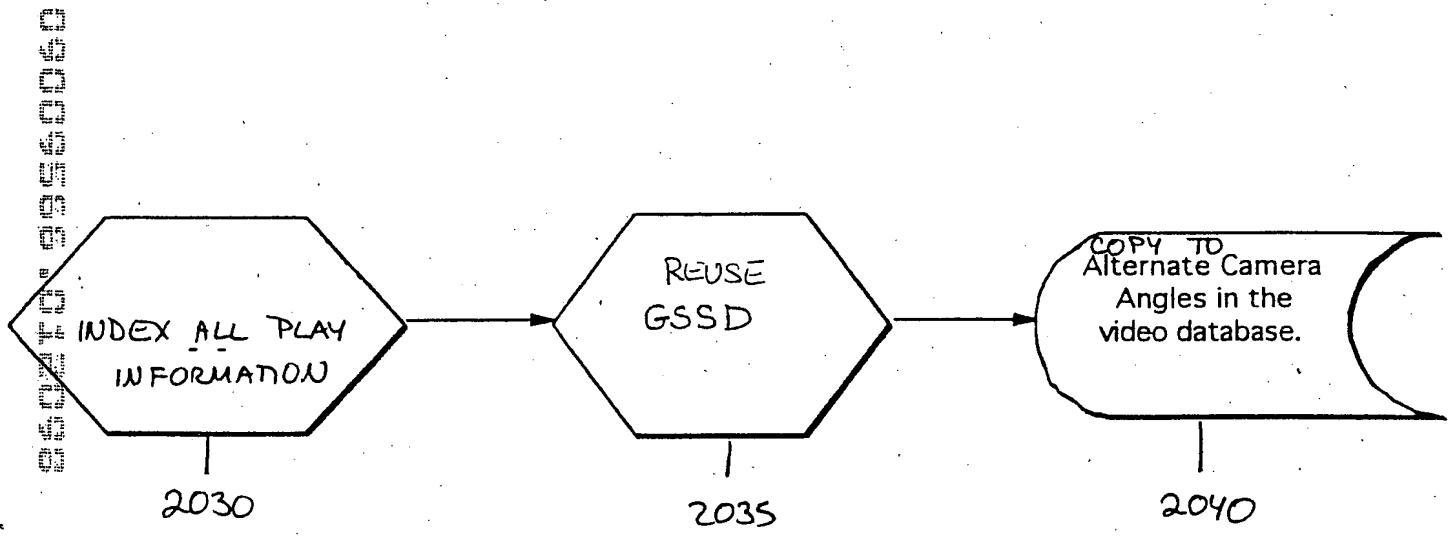
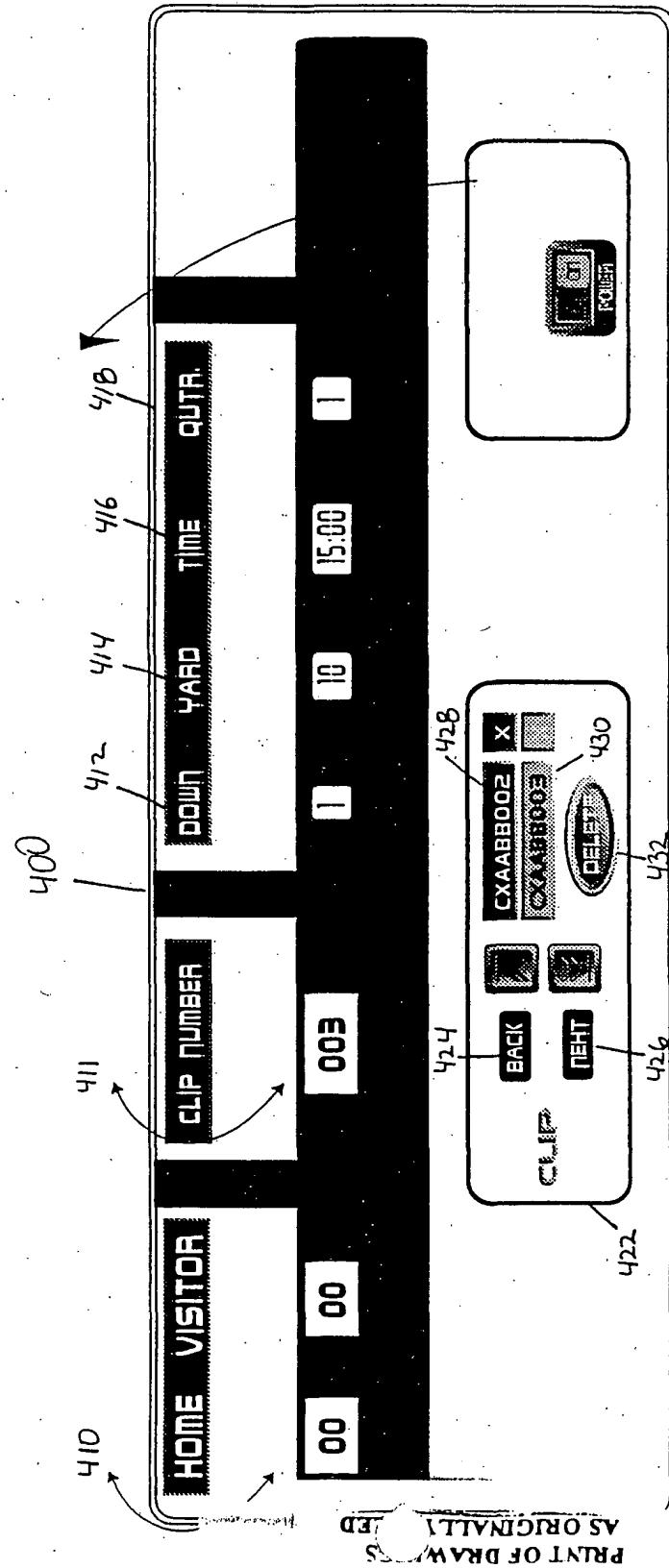
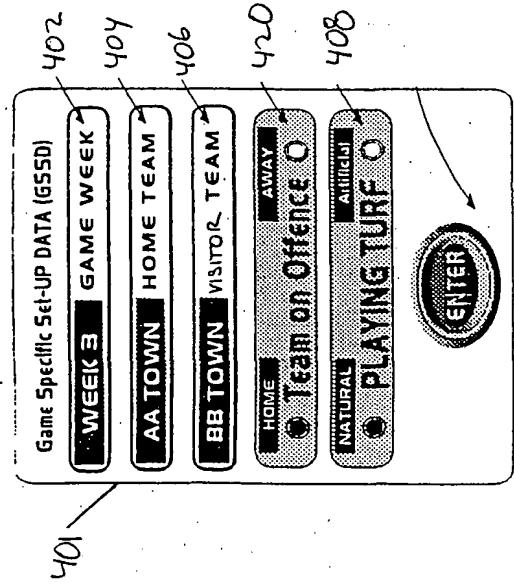


FIGURE 8



PRINT OF DRAWING  
AS ORIGINALLY DRAWN

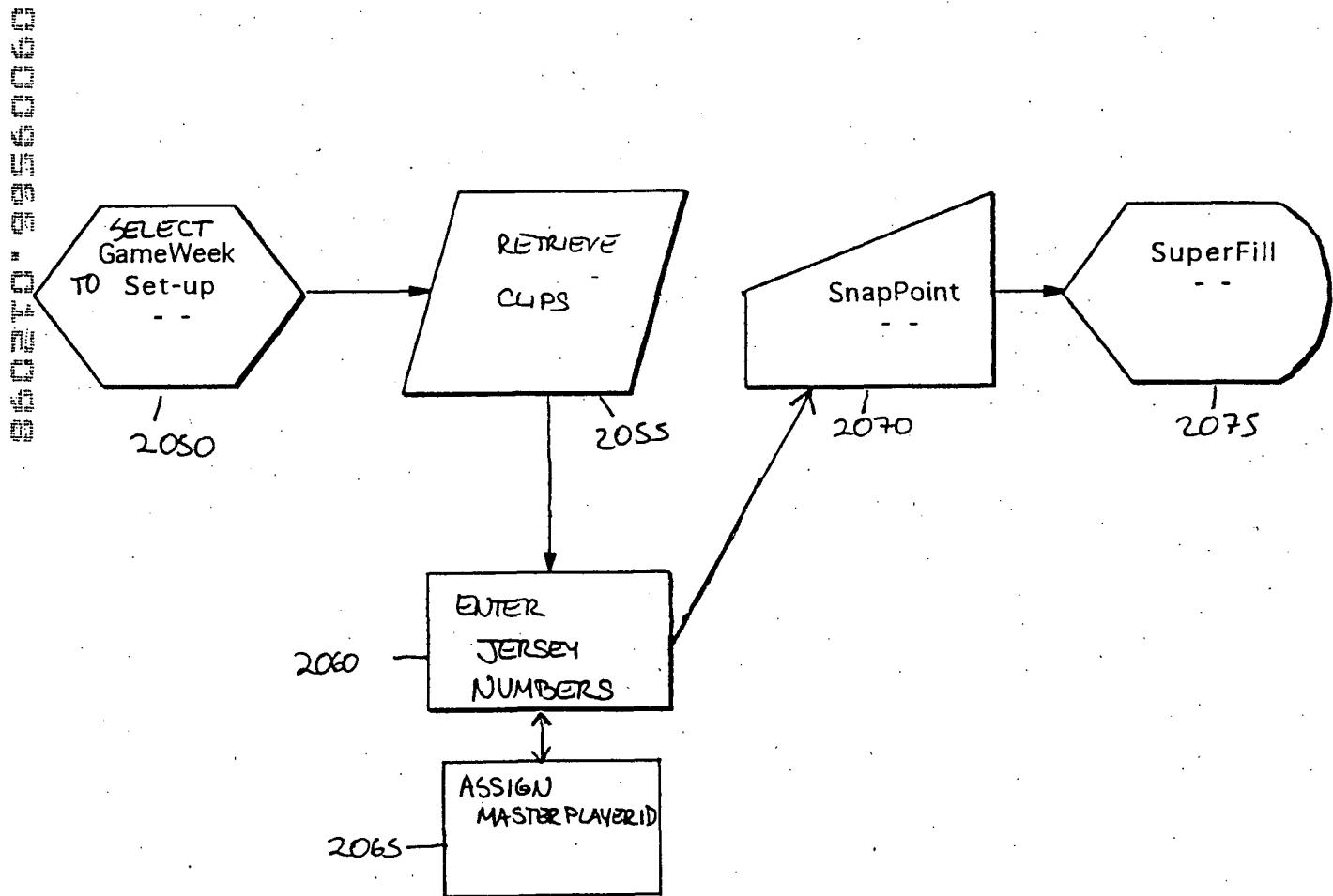
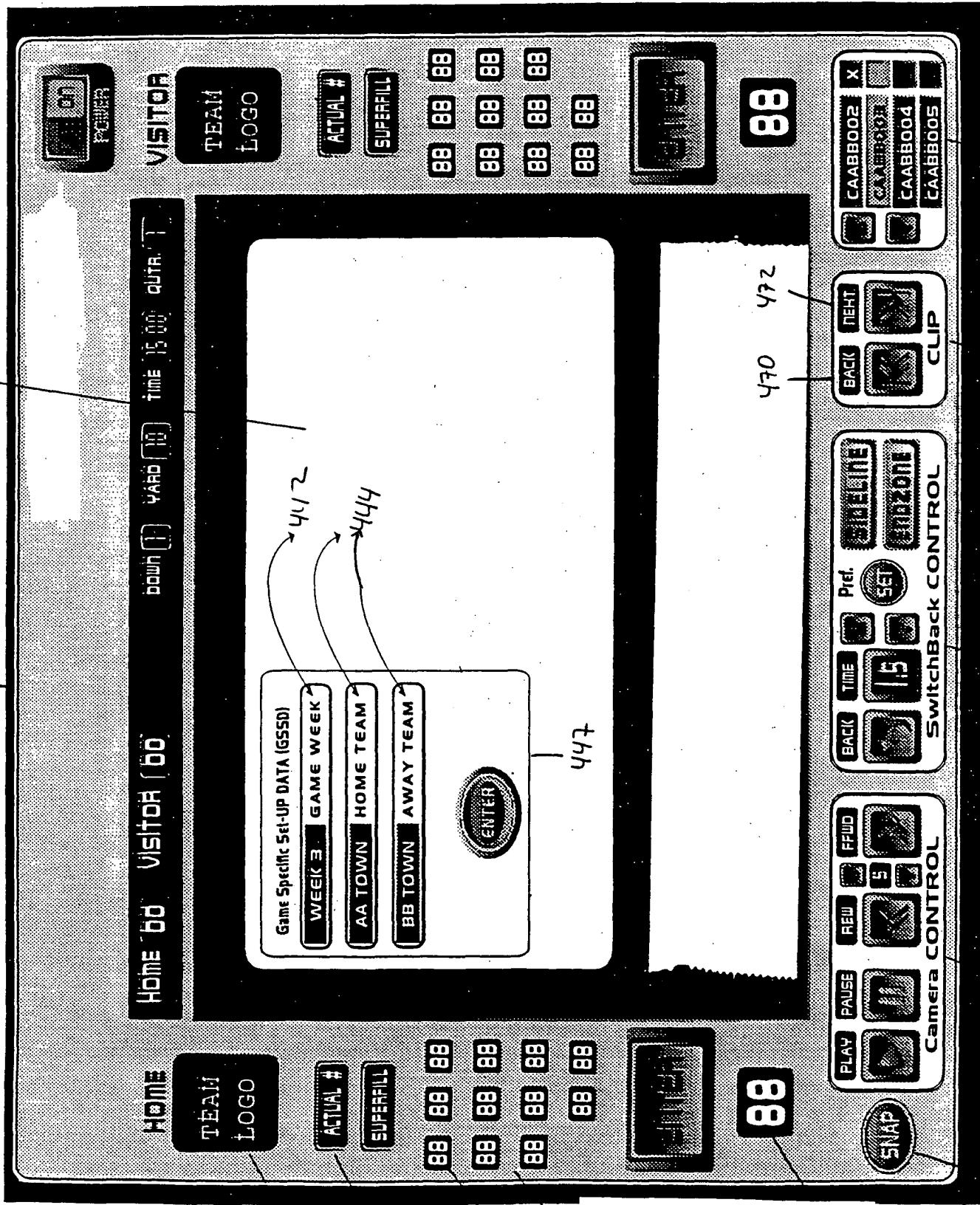


FIGURE 10



AS ORIGINALS ED  
PRINT OF DRAWINGS

PRINT OF DRAWINGS  
AS ORIGINALLY DRAWN

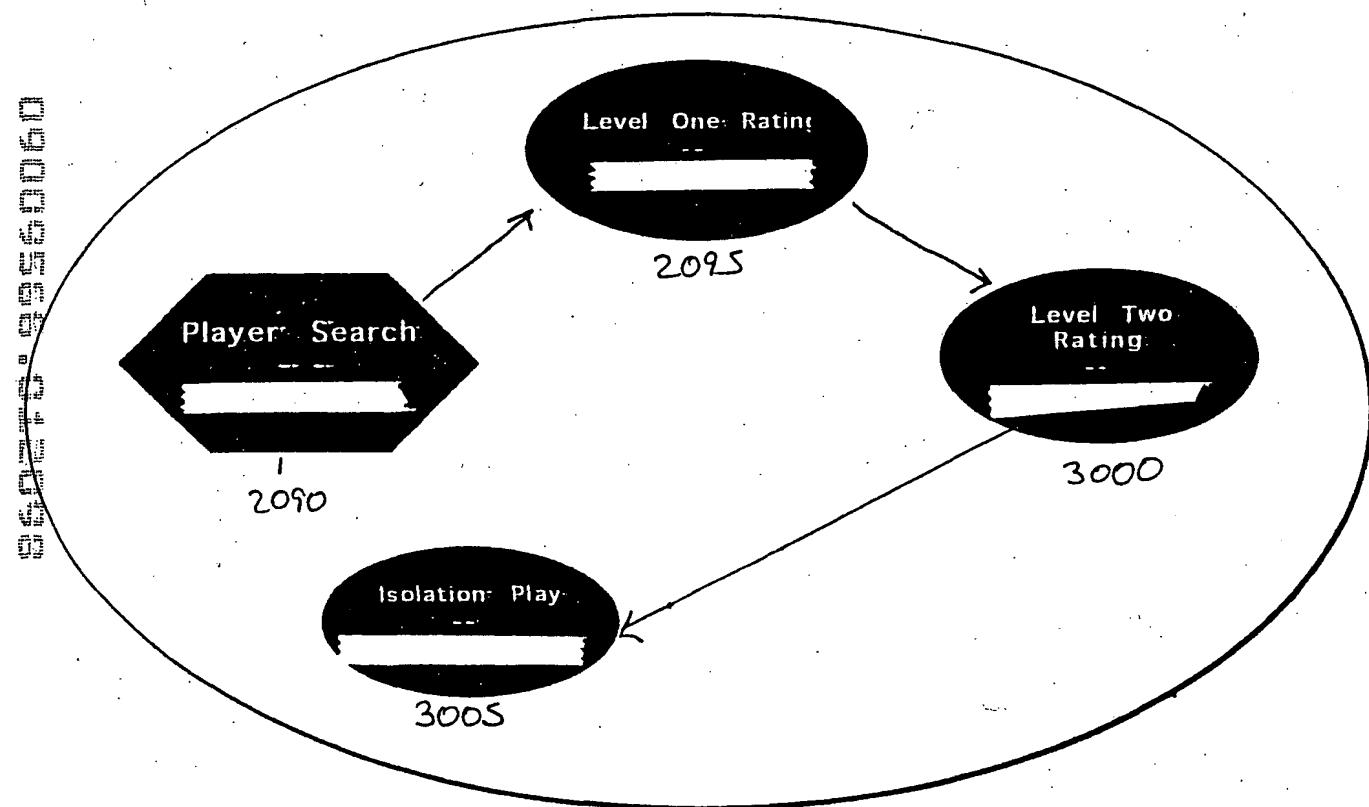
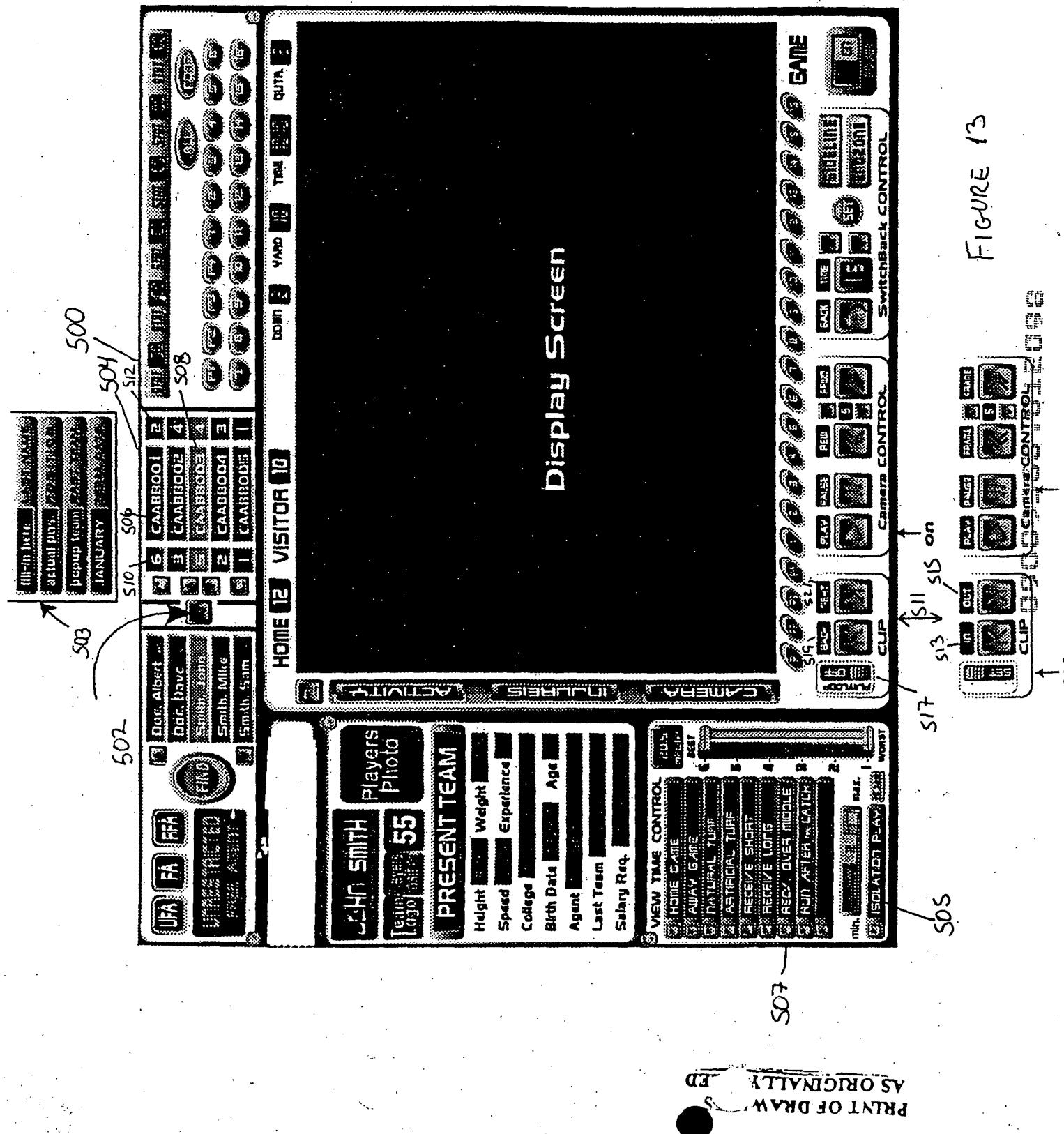


FIGURE 12



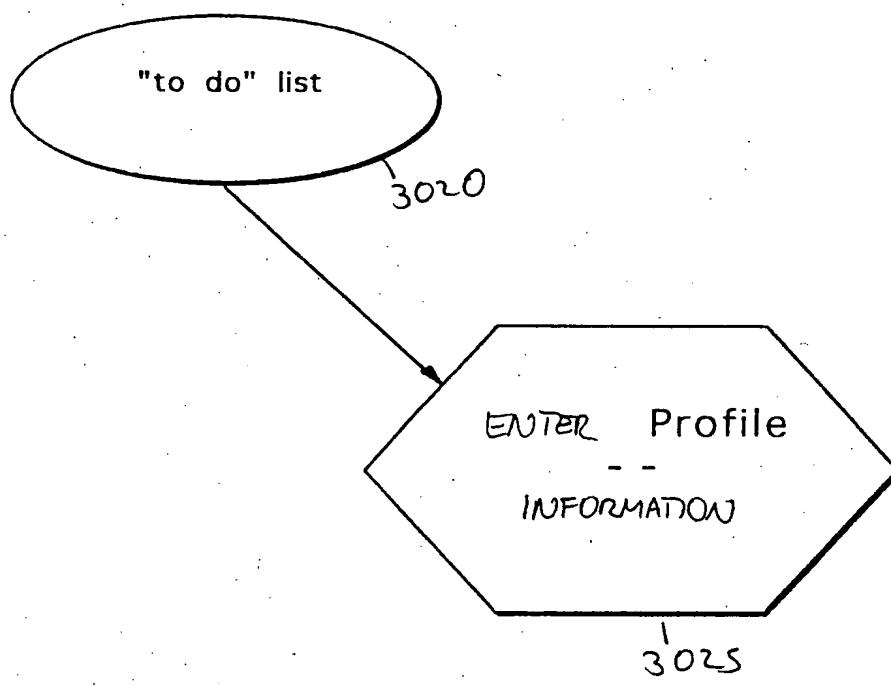


FIGURE 14

520

Team Number	OverAll Rating	MasterPlayerID	SEARCH	
1	1	-532	<input type="text"/> LAST NAME <input type="text"/> actual-pos. POSITION <input type="text"/> any field. Empty Fields	
		Height	Weight	Speed
		-538	-536	-540
Name	Initial			
-526	S26	STATUS: <input type="text"/> Termination Date: <input type="text"/> Salary Requirement: <input type="text"/> -546		
Team	<input type="text"/> -524			
Position	<input type="text"/> -533			
League Experience	<input type="text"/> -542			
Birth Date	<input type="text"/> -544			
Home Town	<input type="text"/> -552			
Home Phone	<input type="text"/> -554			
<b>EMPTY FIELD BUTTON</b> -570				
MasterPlayerID: (with empty info) 				
				
<b>JOHN SMITH</b>				
Name Plate				
<b>Players Photo</b>				
				
Players Photo				

526

528

530

560

FIGURE 15

532

584

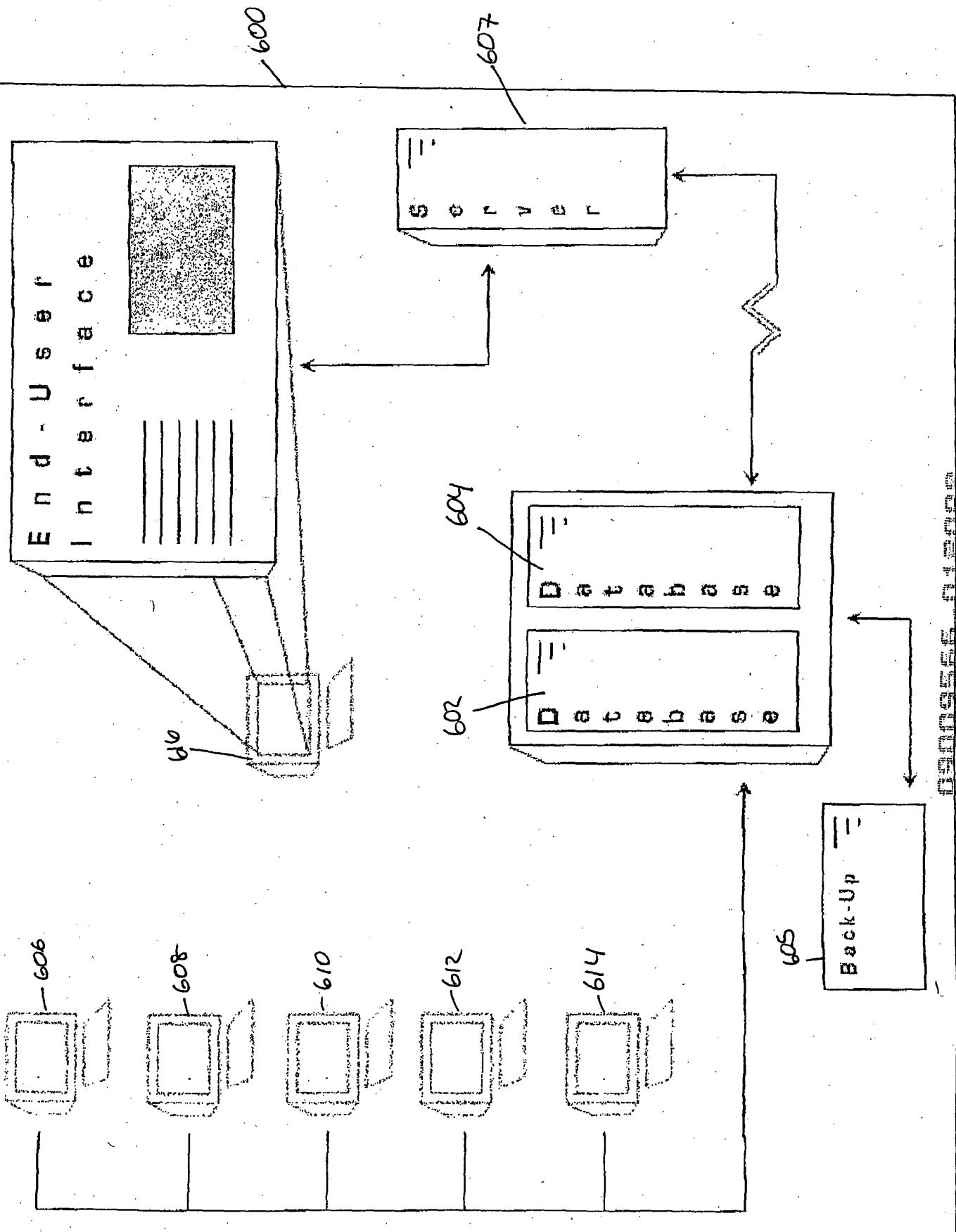


Figure 16

PRINT OF DRAWINGS  
AS ORIGINALLY FILED

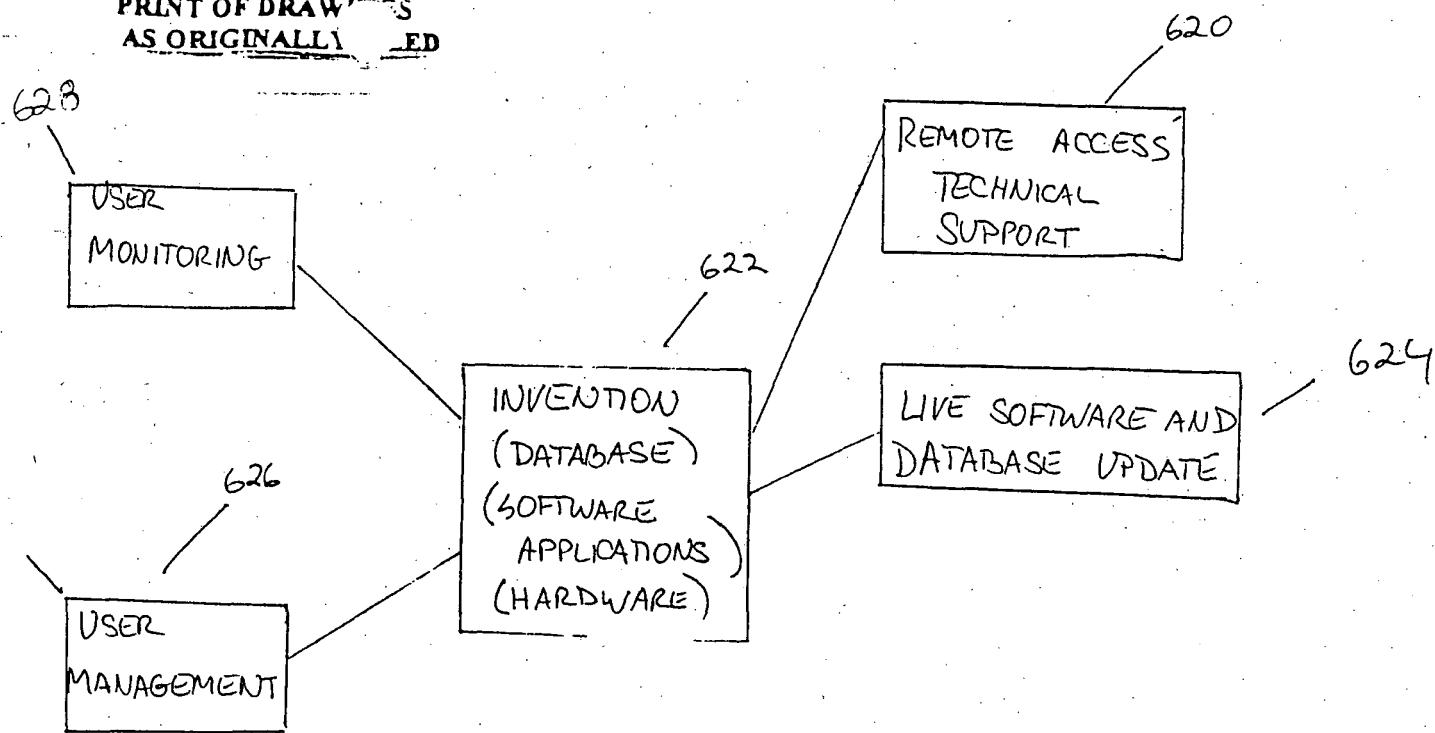


FIGURE 17